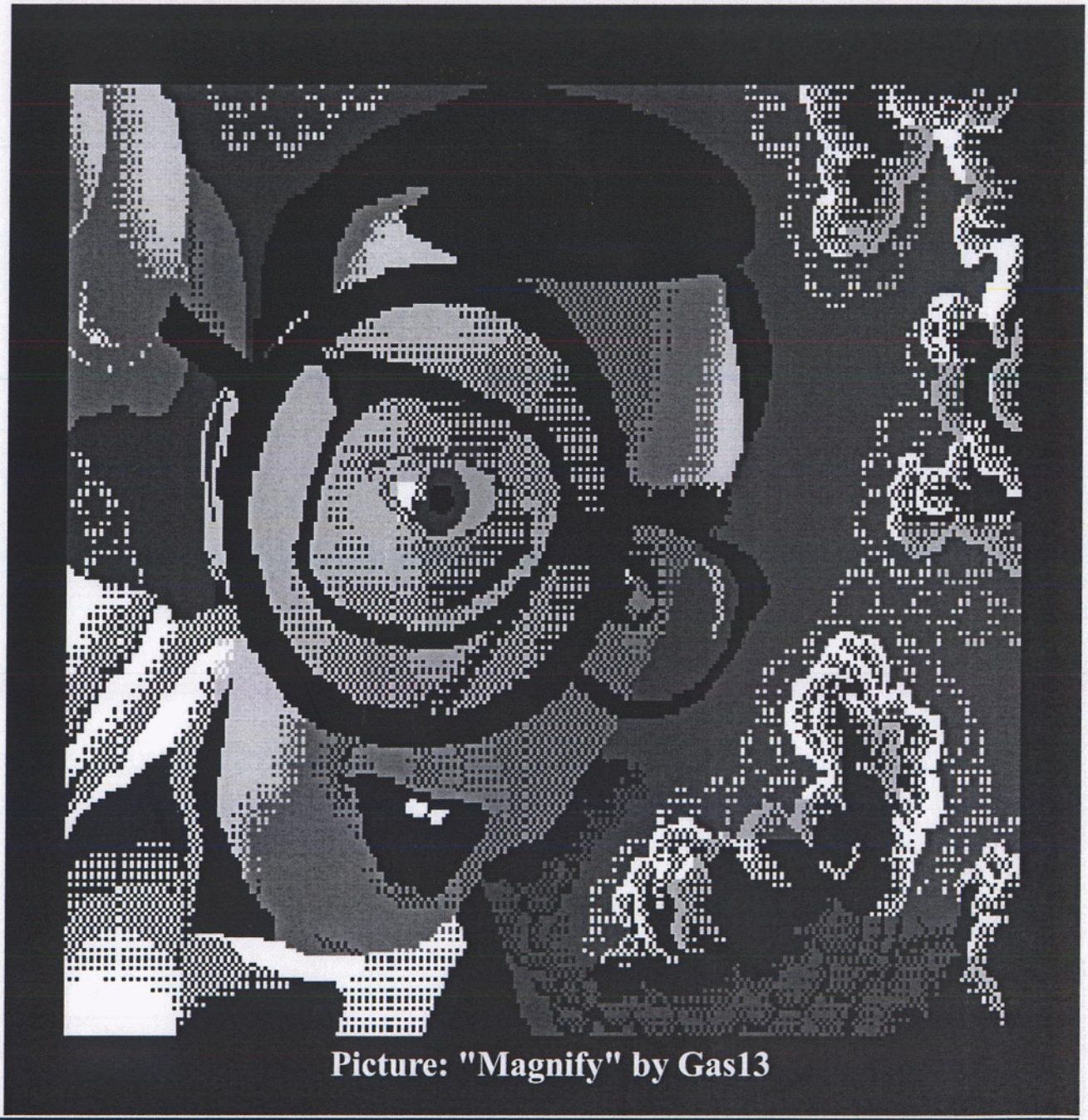
SUC-SESSION

YOUR SPECTRUM - MAGAZIN

Issue 04/2003 (197) July/August 2003 (???)



Picture: "Magnify" by Gas13

There is always something to discover!

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Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

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How can you become a Member

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together.

The Price:	Single issue	Yearly subscription (6x)
1) SUC-Session Magazine	3,00 Euro	16,00 Euro
2) SUC-Session Magazine as a PDF-Download	1,50 Euro	8,00 Euro
3) SCENE+ Disk-magazine	2,50 Euro	12,00 Euro
4) SCENE+ on Cassette	3,50 Euro	18,00 Euro
5) SCENE+ as a TAP-Download	1,50 Euro	8,00 Euro
6) Combi-packet SUC-Session & SCENE+ Disk	5,00 Euro	26,00 Euro
7) Combi-packet SUC-Session & SCENE + Tape	5,50 Euro	28,00 Euro

Our magazines can be mixed in any combination you want it is only important to tell us exactly what you want. Orders for our Download-Service should be sent by E-mail to:sintech@online.de.Your can pay by Cheque(Euro), Paypal or Bank-transfer.Account Nr.3205069, Sort-code 380 707 24. As reason for the payment please include the information : Packetnumber(s), for example Nr. 6 or 2 and 5 or whatever you want to order.

New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0049-711-775033.

Extraction from our pricelist:

New:	
Drive-Set with Floppy, PSU and cable for +3 B:drive or floppy-interface	40,00 Euro
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VGA-Box (leitet Video-Signal an PC-Monitor weiter)	49,00 Euro
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+3 Laufwerk (checked)	29,00 Euro
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Sinclair SJS-Joystick (+2/+3)	6,00 Euro
Microdrive Cartridges (ex-Software)	3,50 Euro
3" Disks for Spectrum +3 (ex-Software, 5 in one Pack)	19,00 Euro

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email: sintech@online.de http://www.sintech-shop.de

VORWORT

Dear SUC-Session readers,

once again we have an new issue of SUC-Session and once again much too late. It just isn't possible for me to be quicker when I have to continue to work as I have been. This means I have to write the articles myself or have to build an article from bits and pieces of information from readers.
Don't misunderstand me, everything you give me is good. But even the readers letters have to be answered and all of that costs time. The magazine could be ready much more quickly if I could have some completely finished articles. It's much quicker to put complete articles into the magazine rather than having to write them myself.

I'm certain you all have lots to do and no time. But I have to say to you: I'm also a busy person. I have my own company, continue my education and because of a sport injury I have to go to physical therapy twice a week. What spare time remains I give to the magazine and that means to you. So I'm not asking a lot. I don't earn anything, your subscription only benefits the club, not me. I just want a bit of help. When each of you sends 1 article a year it would be more than we have ever had.
Think: I don't have any fixed limit for the SUC-Session, certainly if we regularly produce a 40 page magazine I would have to rethink the subscription price but basically there is no problem with the magazine having more than 28 sides, which is our average at the moment. It's just I personally can't produce any more for each issue than I already do, I simply don't have the time.
I'm also still producing the OPUS version of SCENE+ as you need some knowledge of the OPUS and Mirko doesn't have it. But I would be grateful here for someone to remove the load from me. Perhaps there is a user who used to enjoy modifying games etc. to run with the OPUS. Machine code is not needed very often but knowledge of BASIC and even more important understanding of how the memory is managed with the OPUS is required. And of course to communicate with Mirko it's necessary to have an E-Mail address where possible one which can download 500KB files in an acceptable time.

So, that's my requests to you, help me. I just have to say it otherwise I simply won't be able to manage and the quality of the magazine will suffer. I don't want that and I hope you don't either. This is a magazine from Spectrum users for Spectrum users. We are a club and so we should work together to produce a good magazine. If anyone doesn't know what he could write about then contact me . I have enough subjects available but just no time to do it all myself.

So now in spite of that, enjoy this magazine which certainly contains enough interesting material. I've taken long enough to prepare it.....

Thomas

New Spectrum-Forum

Manfred Striegler asked in an article in the last magazine whether it would be possible to create a forum for readers questions, as the time between issues of the magazine is rather long making it difficult to develop a discussion.
We didn't answer as the question in the addendum to an article got a little lost but we did read it and so in the real world: A new forum is born.

On the internet you can find it under:
http://www.netreal.de/cgi-bin/forenserver/foren/F_554/cutecast.pl
you can drop into the middle of the forum to re-find articles or read or write articles even if you haven't registered. We hope that this will become a place for the regular exchange of questions and answers. Already some users who got wind of the forum have registered but the majority will probably do so now that they have had a chance to read this issue of the magazine.

The internet address is rather long and complicated but it has the advantage for us that the forum is completely free, this is achieved by allowing the occasional display of advertising.

The menu items in the forum are in German as the forums are organised by a German provider. However it would be best if most of the entries in the forum were in English. This is not a requirement but a request. Anyone who has problems with English can put their questions in German or any other language but the use of English will increase the chances of a useful answer being obtained enormously.

So now I just hope that there will be a lot of visitors to the forum and also registrations. The most important questions and information from the forum will be published in the 'Readers Corner' of the magazine. So in future when you want to write a letter for the magazine you can also do it via the forum.

Have fun.

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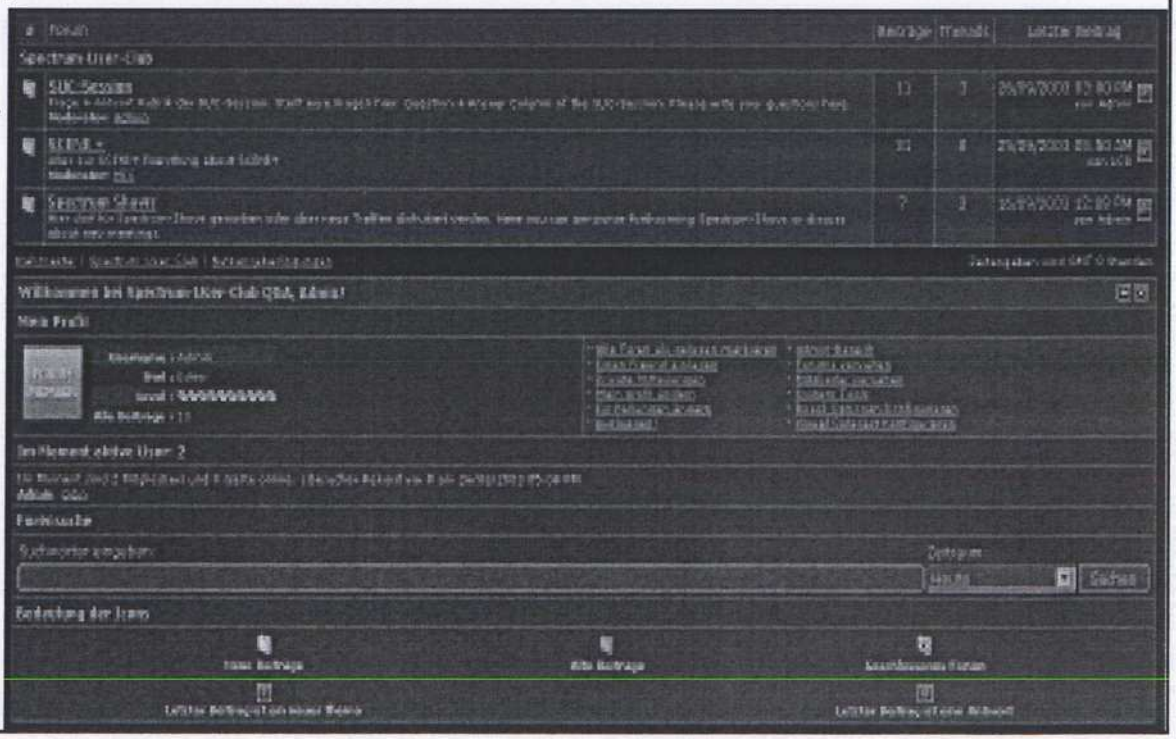


Leserbriefe

So autumn is here and so a time where we naturally spend more time with our computers. Not that this has had any effect on the letters as most of these arrived during the summer months:

The first answer arrived really quickly. The English readers saw it in the last issue because the answer came from our translator Ian Spencer.
It concerned the question asked in the last issue by Manfred Döring, as to whether the converter in issue 01/03 used an AND gate or a NAND gate. As I'm not into electronics I couldn't answer the question but Ian knew the answer:

Looking at the TEXAS INSTRUMENTS TTL book it's clear that the 74LS08 is an AND gate and not a NAND gate. As Manfred said it can't be used as an inverter. In the way it was used it could only buffer the signal. To invert the signal it would be necessary to use something like a 74LS00 or a 74LS04.

Thanks Ian for the answer and sorry to all of the English readers who have now read the answer twice. And as many things can be explained in English with much shorter sentences than in German there are always a few extra empty lines in the English issue. We didn't have to leave anything out to include Ian's comments.

Manfred Döring paid me a quick visit and gave me his letter personally:
Hallo Thomas!
Many years ago I purchased a 'Utility diskette' from 'FORMAT'. Unfortunately a program on the diskette managed to format it because I forget to take it out of the diskette drive. I sent it back with plenty of return postage but have never heard anything further.
What remains is this 'Sector Map' and 'DFLIP'. The later allows you to save 78 program's per side 'LOAD P1' (Enter) switches to the other side, that is from 'D1' to 'D2' or back again.
The program 'SECTOR MAP' you can see that 'DFLIP' writes in Sector 4/1. With the program 'D1 to D2' you can transfer the contents to another diskette (You need 2 drives). Perhaps you know of a more elegant solution.

I've modified the program 'SECTOR MAP' as the varying length of values displayed made the display a bit chaotic. Now it looks neater as each entry is displayed directly under the last.

And now some additional information about AND and NAND gates from the last issue:
A 7408 has 4 AND each of which has 2 inputs. If you connect both inputs together it becomes a driver and 'regenerates' the input signal without changing it.
A 7400 has 4 NAND gates each with 2 inputs and is pin compatible with the 7408. If you connect both inputs of a NAND together it becomes an inverter. A 'high' signal on the input becomes a 'low' on the output and a 'low' becomes a 'high' Did Erik mix up the terms 'Driver' and 'Inverter'. I wouldn't like to speculate more than this.

Hello Manfred,
Firstly thanks for the programs. I think we can publish them in SCENE+ without having to worry about copyright. Whether DFLIP could be used in developing SCENE+ I wouldn't like to say, that is a decision that Mirko would have to make. Unfortunately I haven't had any contact with him in the past few weeks. It certainly would be one area where it could be used. To copy diskettes Mirko uses an internal function of the emulator, though there are a number of different Disk-Copy programs for the +D which could be used.
On the subject of Inverters/Drivers, Ian has also written something on this subject but you couldn't of course have known that. As we have no way to contact the creator of the original text there is only one way to find out the truth. I hope that someone will build the circuit for the Spectrum and if it doesn't work to try the alternative chip's suggested by Ian and Manfred.

Harald Lack has moved
Hello Thomas! So I've survived the initial stress of moving into a new house, all of the furniture and boxes have arrived safely. Now it's a case of unpacking and finding a home for everything. Thank god my internet connection is working and the Spectrum seems to have survived the move. Hopefully everything will continue to go smoothly over the next few weeks and that then I'll have time again for my Spectrum.
That's it for today, nice and short. Till some time in the future.
Greetings Harald

Hello Harald, moving costs a lot of time and energy. But the important thing is that the Spectrum is set up and ready. I hope that the 'Double H Team' didn't suffer with the move and that you will continue to crack adventures with enthusiasm and send us the solutions.

A little later, a message from Harald:
Hello! Unfortunately it's taken a little time but then the work after a move always does, so at the moment there isn't much time for the Spectrum. In spite of that here once again a zipped file with an adventure solution and this time it's 'Magnetic Moon'.

Hello Harald,
We are already covering an adventure in this issue which you sent in some time ago so we will keep this one for next time. So it will give you some breathing space even though we don't have anything against printing two adventures in one issue when there is space in the magazine. We don't have any problem with TIF files and even if we did we could convert them into JPEG files so really no problem.

A mail from Greece. Anestis Koutsoudis has a question:
My MB02 is working again. I think I have found the right position for my drive on Podi. It ran for the whole day yesterday but just in case I'm leaving the case open.
I've realised that I'm missing the VIEW-File for the MLT (Multitech) pictures from the diskette you sent to me. So I have downloaded the DMA driver from the 8BC website but

it's just program code when I started it at the first address, I simply received an 'OK' report. I just don't know how to get the driver to show the pictures and I'm asking myself whether you can shed any light on the subject, or whether you can send me a disk image of the MLT-Diskette. Also I'm interesting in knowing where I can get information on any additional programs for the MB02 and how important they are for the MB02 games. I'd also like to know if the REAL TIME CLOCK uses an RTC72421 as I have one but don't want to try it until I am sure.
In general I feel there is a large gap in the information for this interface and I wonder whether all of the information will ever be available.
That's it for the moment so I hope I will hear from you.
Friendly Greetings, Anestis

Halle Anestis, I've already sent you a Disk-Image created with REAL SPECTRUM. In general the driver really is just a Code program. No Menu or anything like that. You simply start the driver with 'NEW'. 'NEW' is a command which results in the MB02 doing the following:

- **CLEAR Program address – 1**
- **LOAD program CODE**
- **RANDOMIZE USR programaddress**

So it completes 3 operations with one command. Of course you can enter the 3 commands individually by typing them in and get the same result. So in principle you were right to simply start the program at the first address. That's how it works. Why in spite of this you only got at OK report is probably to do with the structure of the program. The program starts and reads in the following MLT files. If it doesn't find any MLT files then it's logical that it produces the OK report. So it's important that the driver is always the first program in the directory with the pictures in it, then it will work.
As to extra programs for the MB02 it important to remember that the MB02 is open for anyone to write programs for. Neither SINTECH or 8BC are responsible when someone writes a program for it but doesn't provide enough instructions to use it. The programs which are officially delivered with the MB02 are all described in the instructions. You should read these carefully as here the 'NEW' command is described in detail as I have shown in this answer.
As to information about the internal functioning of the MB02, I have to agree with you. To date 8BC handles a lot of this information very secretively. So I also don't know which RTC chip is used in the MB02. But perhaps one of our readers has an MB02 with the RTC chip and can help with the necessary information. Please send your answers to the editor and we will pass them on to Anestis.

Christof Odenthal has written to us:
Hi, I'm planning to spend some time this weekend on an article for the magazine.
By the way, I have purchased an Apple 'Powerbook' as I don't fancy using 'Windoofs eXPerimental'. There is of course a Speccy emulator on it (otherwise I would never have bought it ;-))

How's the shop going. Is it going well? And the club? Is the membership steady or is it increasing/decreasing and do you get enough articles? What are Mic and LCD doing, who is involved at the moment with SUC?
Sometime I really must write a really small web browser (for the Speccy), this should really do everything that's necessary for your Menu (to show Text/Pictures/Simple tables, Links to other pages and files). OK so, it won't do Javascript, for such things as transparency shows we would need an extra program (hmmm, or you could do it with the automatic forwarding function of the web browser which after a certain delay forwards you on to another link). LCD and MIC would then only have to create HTML pages and fill the disk with files. It would be really cool.
What I've wanted to do for a long time is write a small C-Compiler for the Speccy (which would run on the Speccy and not on a PC). This could be combined with a small C-Course in the magazine.
Best wishes, Christof

Hi Christof,
Firstly congratulation of having the courage to do without WINDOOF. I haven't been this brave as it's then difficult to get certain programs but certainly safer (when you think of the various viruses). Neither the shop or the club are making a pause for the summer. The membership has remained stable this year which is never the less disappointing, after we had such good growth last year. But perhaps something will develop towards the end of the year. As in the past I put the SUC-Session together on my own, using of course the items sent in from members. MIC is creating SCENE+ (hmm, in reality he isn't doing it, and that's the problem at the moment) and LCD is our marketing manager and responsible for trying to recruit new members. But as he hasn't done this, in future he will get involved once again the creation of SCENE+. And so if necessary we will have to resort to the torture chamber which Xterminator has already experienced.
A browser would be really super, we could create special internet pages and also use it for SCENE+. We would be happy to offer support. A C-Compiler would also be super. I'm looking forward to your articles and programs.

Lothar would like to continue to receive the SUC-Session:
Hello Thomas, I would love to pay my membership subscription but I can't find any reference in SUC-Session for the name of the bank. Please give me this information so that there is no mistake in the transfer.

Hello Lothar, the bank is still the Deutsche Bank 24. I no longer include it in the magazine as the banks automatic machines and On-Line banking no longer ask for the name of the bank, only for the Sort code. Still is was better for you to ask than that something should go wrong.
As an E-Mail Pseudonym I see by you the name 'Sinclair Eifeltreff'. Does this have any special meaning?
Perhaps a small meeting at irregular intervals of Sinclair fans? I'd love to hear about it.

Aurelio Danca used the telephone hotline and is looking for various things Spectrum:
Are there any additional programs for the Multiface 128 or home made ROMs. I'm especially looking for a good Assembler and Disassembler but both in one package. Additionally a problem with SCENE+. As I'm a tape user I seldom load the programs from the Menu but usually one after the other from the tape. Often I end up loading a program before finding out it won't run on my 48K Spectrum. Is it possible to build a message into the Basic loader that for example would display after the program name 48 or 128.

Hello Aurelio, there are a number of programs which have been written for the Multiface. Many have been written by individuals rather than commercially and some of them have probably been lost over the years. I don't know of a comfortable Assembler-Editor with a Disassembling function for the Multiface, but then I have never needed it as I was always satisfied with Prometheus. However as you want to have all of the memory of your Spectrum available for your program code then it would be sensible to use the Multiface ROM. Perhaps one of our readers has some software in a drawer somewhere and can help. The telephone number for Aurelio is 0049-2203-913944. Software can also be passed on to him via the club, which would also allow to check whether it would be of interest to publish in SCENE+.
Talking of SCENE+: In a discussion with Mirko we came to the conclusion that there aren't any more 48K users and that we didn't need to worry about this any more. Your comment shows that this is not true and I'm sure Mirko will think of something. Thanks for the idea.

Christof has contact us again about a Web Browser for the Speccy:
What we need to put the Speccy on the Internet is the following:

- A serial port for the Modem! Best would be an interface from the MB02, or we could use the IF1 or the ports of the Amstrad-Spectrum (if the performance wouldn't suffer too much – these are low cost solutions!)
- PPP Software to connect to the Internet Provider
- A MAC address (Every Network card in the whole world has it's own unique MAC Address!) (*Nothing to do with the Apple MAC – Ian)*
- A TCP/IP for the Internet (Protocol ARP,IP,ICMP,TCP,UDP)
- Perhaps a 'Ping' program to check connection problems
- A program to access a 'Name Server' (change domain name to an IP address)
- An FTP program for downloads
- A Web Browser

As you can perhaps see/guess this is a lot of work. But would be really 'cool'.
Best wishes, Christof

Hello Christof, the development of an internet connection for the Speccy is certainly only for people who already have this knowledge from PC or MAC. We could set up a new developers area in the Forum for this sort of project. It's certainly too much work for one person on their own but if we could get a team together, where perhaps one develops the hardware and another the software, then perhaps it could happen. Anyone who is interested should perhaps report to the forum.

A readers letter all the way from Brazil:
Hello people. Firstly sorry for my bad English (Comment: this letter has of course been translated into German and is now being re-translated back into English). I'm new to the club and so I would like to present myself: My name is Marcelo Faria. I am from Brazil and own a TK-90X which is a Spectrum Clone made in Brazil.
Here in Brazil we have a group which calls itself 'TK-90X' and it keeps this excellent little computer alive. We swop information, help, software and anything to do with the Spectrum and it's clones. If you need help at any time, let me know and you may be able to help us sometimes.
Thanks in advance. Marcelo Claudio Faria Campinas
mcfaria2000@yahoo.com.br
mcfaria@ig.com.br

Hello Marcelo, the internet makes worldwide communication possible. Up to now we have had very little contact with Brazil or any of the South American countries but we are really happy to hear that there are users there who are keeping our computers alive. I would be really happy if there was a regular exchange of information between our readers and members of your group either per E-Mail or even better via the Forum.

A question from Kjell Brünkmanns:
Can I connect the Spectrum +3 to a TV or must I use a monitor ?

Hello Kjell, even the +3 was developed for typical home use and so has a TV output. Unfortunately like all Spectrums this output is set to the British TV standard which means that without modification we get a picture but no sound. The +3 has an additional socket for sound which can be connected to headphones or a loudspeaker. If you want to connect a monitor (or TV with RGB input) you can get a suitable RGB cable from SINTECH.

Wilko Schöter want to help fill the magazine:
Hello Thomas, Thanks very much for the Info. I'll try to mail you the solution for the adventure 'Star Crystal' in the near future. Do you need solutions for adventures ?
Best Wishes, Wilko

Hello Wilko, for the most part the users make the magazine. So in principle we will publish any article. That said I personally think that an adventure solution is always a good thing, the Double-H-Team also provides us with solutions and has done so far a number of years. But no reason not to publish your solutions. So just send them in.

Alan Cox has a problem with downloading:
Hello Thomas. Normally when I download the magazine and click on the PKUNZIP icon on my desktop – and it works. But this time PKUNZIP refuses to unzip and gives me the report '(W12) Warning! Skipping encrypted file: 03-03e.pdf'. What am I doing wrong?
Best wishes, Alan

Hello Alan, as it has always worked in the past then it should work with issue 03-03, it works for us as we don't do anything different here. However it is possible for a download to go wrong and so the file isn't error free which PKUNZIP needs. Or maybe PKUNZIP is an older version. EASYZIP is a free zip/unzip program and there is a shareware version from WINACE on the net. Perhaps it would be better to try one of these newer programs.

Good Evening!
I'm looking for some reliable mass storage for my Spectrums. How is it looking with the MB03? As the MB02 isn't being offered any more. Then you have this D80-Diskinterface + Floppy in your offer. Have never heard anything about it. How much can I store on a 3.5" floppy? 720K or 880K? is it comparable to the Opus Discovery? As you also have one of these on offer.
Heartfelt thanks in advance and hearty greetings from Regensburg
Karl Huber

Hello Mr. Huber,
We'd love to sell you an MB03, unfortunately it simply isn't possible. The only thing I have is an MB02 but only the circuit board without the case. For safety's sake it would be necessary to build your own case for it but the MB02 instructions and diskette are included.
At the moment we also don't have any Opus Discovery systems but are expecting 4 of them from our repair service in the next few week, fully overhauled. The Opus is reliable but unfortunately needs a small amount of memory from the Spectrum RAM and so is not compatible with all software, some of which needs all of the memory. But anyone who can program can quickly modify any program to run with it. With new Demo's this is often the case with older programs usually not.
The +D has recently been sold so here we are also out of stock. We only have the Slovak D80 Diskette interface, which is very reliable (very similar to the +D) but just not found so often in Germany. Our club also supports this format.
A never ending source of information concerning Spectrum hardware can be found on the internet at **http://www.worldofspectrum.org/hardware/**
There you will find just about everything listed that exists.

I made a comment to Lothar Ebelshäuser about his E-Mail name 'Sinclair Eifeltreff'. Do you often meet in the Eifel? (*An extinct volcanic mountain range south east from Cologne – Ian)* **Here is his Answer:**
Hello Thomas, the name 'Sinclair Eifeltreff' is quickly explained. When my wife and myself moved to the Eifel area about two and a half years ago I was interested to find out whether anyone in the area owned a Sinclair computer.
Since that time I have been active in the Eifel forum. Carry advertising on my car and visit the various flea markets in the area. But unfortunately the resonance is almost non-existent. I've met one or two individuals who have a ZX81 at home in the display cabinet as it was their first computer. But I will keep on searching.
I would of course have nothing against a meeting here in the Eifel, providing there were enough people who were prepared to travel here. It would certainly be possible to find a venue.

Till then, greetings from the Eifel
The Eifeldwarfs, Lothar and Marion

Hello Lothar, thanks for the information. Pity, that you didn't get more reaction, so I have to ask the question what about our readers? Doesn't anyone come from the Eifel? If you do then make contact at: Eifelzwerge@t-online.de

A letter arrives from Italy:
Hello Thomas, I am Sandro and come from Italy and some time ago I bought some things from you. I'm writing because I have a big problem with my+3. Unfortunately I can't load anything from cassette. After I enter the LOAD "" command the screen stays white and the border doesn't change colour. It seems as if the Spectrum doesn't see the signal from the cassette recorder.
I use a special cable for the +3 (A stereo plug in the TAPE/Load socket connected to 2 Mono plugs in the EAR and MIC sockets of the recorder) ... but it doesn't work. What am I doing wrong? Can you help me in any way?
Another question: I'd like to connect my Spectrum +3 to a monitor via the COMPOSITE VIDEO socket. I have read on your web site that you sell a video modulator, is that what I need ?
Thanks, Sandro

Hello Sandro, it's difficult to solve your +3 problem here. Is the socket on your plus 3 defect or perhaps the cable? Or the sockets on the cassette recorder.

QUESTION + ANSWERS in the SUC-FORUM
The SUC-Forum provides all Spectrum-users with the possibility to get answers to their questions much quicker than via the magazine. Some of you have already used it. We won't print all of the questions and answers from the Forum here in the magazine but will select those we think are really interesting:
Mirko has written: I have considerable problems trying to create the +D version of SCENE+ using an emulator. I use the REAL SPECTRUM EMULATOR because it can emulate the MB02 and the +D. But recently the +D diskettes (really diskettes written under WIN98) are full of errors: I copy the MB02 version to the +D diskette and then convert the BASIC-Files (Change diskette commands). Sometimes it works but often after saving one file another doesn't work any more. Why is that and are there better emulators for the +D on a PC?

The answer comes from LCD: That's correct, you must copy all of the files at the same time. This error occurs when you try to save a file with the same name onto a diskette which is full. The overwriting doesn't work correctly, a well known problem with the +D which also occurs on any real Spectrum. Can anyone correct this error with the +D?
To be safe you should write the changed files to a new diskette and then add the other code files to it. Then it will work.

SCENE+56 contains sound in the Menu which I really like. But it doesn't seem to be perfect as far as I can tell because each time a new page is constructed the music

slows down. My suggestion is to use the Interrupt-routine from Odin so that the music will be played at a constant speed.

```
DI
PUSH AF, BC, DE, HL
LD HL,65024
LD BC, 253
LOOP LD (HL),C
INC HL
DJNZ LOOP
LD (HL),C
LD A,#C3
LD (65021),A
LD HL, INTSERV
LD A,I
LD (ISAVE),A
LD A,254
LD I,A
IM 2
<SOUNDINIT>
POP HL,DE,BC,AF
EI
RET

ISAVE DEFB 0

INTSERV DI
PUSH AF,BC,DE,HL
< PLAY SOUND>
POP HL,DE,BC,AF
EI
RET
```

The routine can be placed anywhere in the memory but it does use the memory from 65021 to 65277 and so this must be free. I don't think you can write an interrupt routine which doesn't need this area. Or can someone prove me wrong?

Odinprovides an answer: You can put the interrupt-routine and the table anywhere in the memory but when it is in the area shared by the Z80 and the ULA (on the 48K Spectrum that's the area 16384-32767 or I-Register from 64 to 127) then it slows down because the ULA thinks there are a lot of memory accesses from the Z80, this causes the snow effect.

Normally the Z80 uses Interrupt Mode 1 on the Spectrum. To use interrupts yourself you have to select Interrupt Mode 2. With this mode the Z80 constructs a 16 bit address through the use of the I-Register for the high byte and a byte from the processors data bus for the low byte. Normally the low byte should be supplied by external hardware but as the Spectrum doesn't have any you get a random value between 0 and 255. The Z80 then reads a 16 bit value from the address which it has constructed and uses this as the jump address to the interrupt-routine. In BASIC it looks like this:

LET vector = I * 256 + INT (RND*256)
LET jmpAd = DPEEK (vector)
GOTO jmpAd

We don't know what value the Z80 will take for the vector address so we have to prepare a whole area which means that every byte in the area I*256+0 to I*256+255 (and as it takes two bytes we must prepare to +256) could be selected. The trick is to fill this area with the same value and so guarantee where the jump address will take us to. In the example above, I have taken I=254 which creates 65024 to 65280. I have filled this area with '253' so that the address will be 253*256+253=65021 which is directly below the table in memory. So the Z80 will perform a jump to this address, for this I use the instruction LD A,#3, which is a jump instruction for the Z80 and poke it into the correct address of the Interrupt-Service-Routine, which can be anywhere in the memory. All understood?
LCD has added the following: I do have reasons why I don't use a memory area above 49152 for the interrupt routine. Anyone who has a 128K Spectrum and runs an interrupt routine above 49152 runs the risk after a memory bank switch that the Spectrum will crash (as the interrupt routine can no longer be seen).

LCD Wrote: In issue 196 (not many to go before we reach the 200th) you answered my letter with the following:
"As to SEEJAY: Well now I have discovered that behind 'SEEJAY' lies someone who used to me a reader. Despite being a member of the Spectrum-User-Club he has managed to keep this alibi secret".

Question 1: When and why did he leave the club?
Question 2: Why does he need an alibi? What is he supposed to have done? Or do you mean 'Alias'?

As he is still active with the Spectrum perhaps he should return.

Hello LCD,
I did of course mean ALIAS, not Alibi. German is such a difficult language...(*your telling me – Ian)* He knows about us and can return at any time but he hasn't. He paid his club membership for a number of years in advance so I can't say exactly when he stopped reading our magazine but around 2 years ago he didn't send his renewal.

Mookwi has sent us the following question: I have a Spectrum 48K and a Spectrum 48+ both of which have cinch sockets for the TV output. Are there differences with other Spectrum for connection to the television.? Do other Spectrum have a monitor output rather than a normal HF modulator?

The answer from LCD: In order to connect a 48K Spectrum to a monitor you need either a special RGB conversion module (rare and expensive) or the video-module from SINTECH. You can solder this unit directly to the TV-Modulator and it will deliver a much improved picture when compared to a TV. Other Spectrums do have a monitor output provided as standard. The Spectrum 128 and +2 have a digital RGB output with separate brightness and a Composite-video signal. The Spectrum +2A and +3 also have an RGB connection (with some differences to the earlier models) and the Sprinter actually has an RGB output via a SCART socket.

That's it for the contents of our Forum at the moment. We hope for lot's of visitors and we will continue to put extracts from it in future issues so that those without an internet connection can see what is being discussed on the net.

News in Brief

New Magazine?
A (New?) Russian magazine is asking for input on anything new for the Spectrum. The name of the magazine is 'Adventurer', but despite this I don't think this is an Adventure magazine. It's most probably in Russian but in any case if anyone is interested here is the contact information, an E-Mail address:
elphecy@mail.ru
Source: Yerzmyeye/HOOY PRG

MINIGAME Competition
So the starting bell is ringing once again for a competition. Who will succeed in putting the best game into only 1 to 4KB of memory? SCENE+ is also hoping for lot's of entries. Anyone who wants to take part or needs information should visit the following site:
http://www.ffd2.com/minigame/
So participate, whatever happens the Spectrum will win
Source: Yerzmyeye / HOOY PRG

Adventurer Magazine
A new magazine has appeared, probably from Russia as competition for SCENE+ but which contains in the main only articles. Most of it is in English but is for most of us only usable via an emulator. The .TAP version crashes quite often probably because sound is playing during the loading sequence. That said it is never the less an impressive programming performance. Here is the download link for issue 14:
http://www.zxdemo.org/extra/adv14_tap_fix.zip
Source: Yerzmyeye / HOOY PRG

CP/M with the MB02
Yarek Adamski has developed a version of CP/M for the Spectrum 128 with MB02. It uses a screen resolution of 80 characters and 256 pixels. Though of course because of the small letters they are a little difficult to read but it does mean that it meets the CP/M standard. It is planned to permit wider characters and make them switchable so you can view the left hand half and then the right hand half of the screen. At the moment only the ZXIDE128 hard-disk is supported and so without considerable effort access to the diskette drive is not possible. What we are looking at here is a very early Alpha-version which is only available for testers. Anyone who is interested in becoming a tester should contact Yarek: zx@zarek.com
Source: Yarek Adamski

PRO TRACKER 3.5
A new version 3.5 of PRO TRACKER has appeared. However it's completely unknown whether this version like the previous ones will be adapted for non-TR.-DOS systems. It's of course the MB02 users who have the highest hopes.
Source: Yerzmyeye / HOOY-PRG

News in Brief

Syndeecate 2003

Located in the Czech Republic, the Syndeecate 2003 party took place in July of this year and here are the results which will almost certainly appear over time in SCENE+:

ZX demo

1.	1.486	Wirne	MikeZT / Zeroteam
2.	3.286	Sailor	Yerzmyey+Vavrzon+Factor6 /Hooy-Program

ZX music

1.	1.667	NSH	Markos
2.	1.967	X-Files	Zoom
3.	2.100	Yerzmix-3	Yerzmyey / AY-Riders
4.	2.419	Promenade	Yerzmyey / AY-Riders
5.	2.625	Little Good Thing	JS / Russia.spc
6.	3.290	Soft Reset	Factor6 / AY-Riders

ZX pixel

1.	2.394	Enterpiss	MikeZT / Zeroteam
2.	2.563	Rotten Bitch	Kempy / Veezya
3.	3.765	Skier	Ralph

Source: Yerzmyeye / HOOY-PRG

Classic Gaming Expo

Early planning is always good and so for July next year a classic computer and console show has already been planned. Anyone who is in London at this time will certainly have the chance to visit a super show. More info under: : cgexpo-uk.com
Sourece: Alex Waddington

BMP2SCR EXP

Something else which is only available in an early test version is MBP2SCR EPX. LCD asks for comments from testers. Some of the functions are not yet completed but converting and saving are certainly working. He is also looking for an energetic writer to produce some documentation for the program as LCD would prefer to spend his time working on the program. Anyone who would like to help or test the software should send a letter or E-Mail to: lcd.one@chello.at
Source: LCD

Fraud on EBAY

Ebay is the place to look for unusual collectors items but also when looking for new items at bargain prices. However some genuine dealers who have been pleased by offers from customers have ended up with egg on their faces. Buyers who have contacted them have spoken about the risks involved in payment and suggested doing a transfer via a trusted third party. When they agree and contact the third party concerned everything at least at first seems to be OK and the dealer receives a report that the money has been received and so he sends the goods, then sends the documentation only to find out that the trusted third party has disappeared and can no longer be contacted. This is not something that has only happened once or twice there is even a rumour that terror organisations such as AL-Quaida finance themselves in this way. So be careful, it's probably best to use a trusted third party recommended by Ebay or if this isn't possible to forget the deal altogether. Information can be found on the pages SOS4 auctions :
http://www.sos4auctions.com/escrow/escrow.asp
Source: Christof Odenthal / Also a report in Spiegel Online

News in Brief

ASSEMBLY 2003

The worlds largest Demo-Party takes place each year in Finland. We are not talking here about a couple of users who get together but of thousands of visitors with hundreds of computers. Fortunately the Retro-Development has had it's effect here too and there were a representative number of competitions for the older computers. Here are the results:

Oldskool Music
1 5534 Cyberdragon [C64] Reed / Fairlight
2 2147 1, 2, 3, C-64 [XM] Little Bitchard
3 1785 Sister of The Last Ninja [C64] Ferrara / phObos team
4 1774 Popstar [C64] Britelite / Dekadence
5 1560 You can do it but Not like We do it! [XM] Dubmood .Feat Zabutom
6 1526 Amstrad Memories [XM] Thor/Quadra
7 1474 Eskon Kosto [S3M] Signal
8 1474 Mystic Method [C64] jammic
9 1463 Tokyo Nightwatch [Spectrum] Gasman / Hooy-Program *
10 1442 Ancient Song [C64] SounDemoN / Dekadence
11 1276 Antti Returns to Lintuvaara [C64] Ville Nurmi of www.c64hq.com
12 1269 Homage [C64] Ed/Wrath Designs
13 1044 Helikopter [C64] Jankha
14 850 Sakkeus tule ulos seinästä [XM] säästöpojat
15 797 Nykyinen Virta [C64] Teel / Matt Current ^ Faktory
16 0 Artex Leon & Vincenzo

Oldskool Demo
1 8744 Robotic Liberation [VIC-20] PwP
2 6238 Victoria [VIC-20] Dekadence
3 5561 Hätä [Amiga] dA JoRMaS
4 3781 Alienate [Sinclair Spectrum] Hooy-Program *
5 2379 Homage [C64] Wrath Designs

One thing is certain and that is that the Spectrum left the C-64 miles behind in the Demo-Competition. The Demo ALIENATE has already been published in SCENE+ and the music titles from Gasman will follow soon.
Source: Yerzmyeye / HOOY-PRG

Another Willy

Jet Set Willy.... There are those who say 'no more – enough's enough' while others can never get enough of it. The last group will be pleased to hear of 2 new arrivals from BROADSOFT: MAJOLIE and MAJOLITE whereby the second is an easier version of the first. They are available just about everywhere that you find downloads for games, so check by WOS. For those without an internet connection, well they should contact Mirko perhaps he will pack them onto SCENE+. Whether he is planning to do this already I don't know after all we do want to publish something other than Jet-Set_willy- reincarnations.
Source: Yerzmyeye / HOOY – PRG

News in Brief

Sinclair C6

The C5 electric car was something of a flop and a number of people blame it for the demise of Sinclair. Sir Clive has though retained his good name and continues to provide a talking point. In a TV interview he showed his enthusiasm for the new SEGWAY-Scooter which can be used to roll through the streets (in a standing position). Though he thought the concept could be improved. There are already rumours of a replacement for the C5 in the planning stage and those who have followed Sir Clive in recent years knows that he is still involved with battery driven vehicles. So wait and see what appears.
Source: BBC News

Magazine-Review: ZXF 05

It's quite a time since I last wrote anything about the magazine ZXF. Then I talked about the quality of the magazine but my concern, from experience that one person on their own would have difficulty with the project in the long term.

But Colin Woodcock who publishes the magazine decided to teach me differently. OK, I accept that the magazine doesn't appear as often as SUC-Session but never-the-less this is the 5 issue and as always it's packed with information.

As to distribution, well anyone can download it for free from the website www.zxt.cjb.net . If you like it then you can send a small donation to the creator but no-one is forced to pay anything. Here I see a small problem, it's not necessary to make a profit on everything but at least the costs should be covered. Ex. On line costs, software costs. With the SUC-Session there are costs involved with the download version, a fair amount of that for such things as advertising. If we didn't advertise then there would be no new readers and without new readers there would be no new ideas or articles. Anyone who looks at our readers letters will soon see that more than half of all the letters are from new readers or those returning to the fold.

ZXF is relying on word of mouth and similar things because they don't cost anything. In the magazine itself a lot of information about 'what's new' has been obtained from the internet as with our magazine. The subjects covered in the fifth issue are for example, The compact flash interface, YABUS.ZX, Maria vs. some bastards, Gloop... you see, the sources for this magazine are the same as for ours. Just like us Colin Woodcock extracts the main part of his magazine from the internet. No other choice, where else is it possible to learn about what's new in the Spectrum world, certainly not in the daily papers. That said: it's a thick 32 page issue which you can print-out and bind into an A5 magazine.

In any case it's a very worthwhile download.

Te

SPECTRUMANIA 2003

Friday 14th Nov 2003 – 16th Nov. 2003

In order not to have a clash with any other events we have scheduled our club meeting for November and hope that with this choice of a late date in the year more people will find their way to Filderstadt.
Last year there were not so many visitors but at least very practical rooms and a complete annex just for us. As for overnighting I have tried again this year to organise everything at one location, especially as it is in the centre of Stuttgart and easy to reach with public transport.
The meeting will take place in the:-

Jugendgästehaus Stuttgart, Richard Wagner Str. 2, 70174 Stuttgart

And here is how you can get to the event.

From Stuttgart airport
With the S-Bahn to the main station (Hauptbahnhof)
From Stuttgart mainstation (Hauptbahnhof)
Go down to the lowest level to the street cars (Strassenbahn). At the rear end of the Arnulf-Klett-Passage over the steps to street car line Nr.15 (tiefer Bahnsteig) in the direction 'Fernsehturm/Ruhbank'. Each stop on the trip is clearly marked. First of all it's underground through the centre of Stuttgart, after leaving the stop Charlottenplatz you come above ground, there is a long right curve and then after about a further 1KM get out at the 7th stop 'Bubenbad'. At the traffic lights for pedestrians enter the Richard Wagner Straße and enter the first house on the right.
From the A8 München-Stuttgart-Karlsruhe
Take the exit nr. 53 Stuttgart-Flughaven. Immediately at the traffic light turn right onto the 'Mittlere Filderstrasse' in the direction Zentrum (Centre). Pass the television tower on the left **(here the instructions continue)
From the A8 Karlsruhe-Stuttgart-München
Take exit (Zentrum 52b) Stuttgard-Degerloch. The exit takes you into Echterding Ei. A somewhat difficult roundabout (*roundabouts shouldn't be any problem for English drivers – Ian)* Here get into the lane for the B27 in the direction Stuttgart-Zentrum. After a few kilometres you will come to a number of traffic lights which is an obvious sign you are in Stuttgart. Keep going straight on and the road goes right at the Albplatz in the direction of the television tower (Fernsehturm). Go past the television tower and then get into the middle exit lane and go straight on (main street goes to the left)**

** the road follows lots of curves through the woods. After you cross the tracks for the street car get into the left hand lane and follow the tram lines until the crossroads then turn half left. After about 500 metres you will see the street car stop 'Bubenbad'. Use the middle left hand lane and turn left into the Richard Wagner Strasse. Park by the first house on the right.

Last year we had a number of competitions and we would very much like to repeat that this year. This is of course dependant on having enough entrants as it's pretty boring when it's always the same people who compete with each other. The Emlyn-Hughes-International-Soccer tournament is of course both a duty and tradition.

We are hoping for lots of visitors even though costs are involved. We get the rooms for the event free of charge but of course for the overnight stays aren't free. For an overnight with breakfast there is a special price for visitors at the Jugendgästhaus of 18.50 Euros per person. So at this price even a long trip isn't going to cost the earth and is certainly the cheapest bed and breakfast for miles around. Sheets are provided but you should bring your own flannels and towels.
We will be provided with keys so we don't have to worry about finishing times and those who want to can go on right through the night. So for both the Friday and the Saturday it's a case of 'Open end'.
Meals will be available in the form of a combined order to the Pizza service and last year the local Greek restaurant was very popular.

So everything is prepared, it's just up to you. Of course you should bring your Spectrum bits with you and when possible extension cables with multiple power sockets and not to forget happy faces and enthusiasm for the Spectrum.
For those who can only attend on one day then the Saturday is probably the best, Friday and Sunday perhaps less so.
We are hoping for lots of visitors but I will be happy even if it's only a few. At last we have once again a whole weekend which we can devote to the Spectrum.

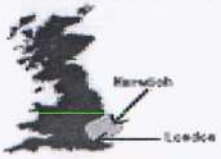
Be seeing you!

Thomas

NORWICH SPECTRUM AND SPECTRUM SHOW

Hello, my name is Tarquin Mills (Shadowtlx). I never managed to get to any of the original Spectrum shows in Gloucester because I lived in Aberdeen and was a poor student at the time. There are regular shows for the Sinclair QL (I organise one of them) and that's how I was introduced to the QL. Despite this my real love is the Spectrum and YS (including SAM CENTRE) and so I want to organise a Spectrum and Sam show, which should take place each year (at the same time). Firstly I will take responsibility for the cost of hiring the building and parking facilities. The show will be free for commercial companies and normal visitors and no-one will go hungry or thirsty as both will be available to buy at the event.

I hope for a good turnout on
Saturday 1st November 10AM to 4PM
Up to date information is available on my homepage:
http://homepage.ntlworld.com/speccyverse/orsam.htm
Norwich is a lovely town from the middle ages and not far from London. It's certainly worth a visit.



Tarquin Mills (Text shortened – the full text is in the SUC-Forum or on the NORSAM homepage)

HARDWARE – CORNER

This time the Hardware-Corner consists of short reports from our readers.

INTERFACE 2 EPROM

It all really began at the SUC-Meeting in Stuttgart where I became the proud owner of an IF2 obtained from the constructors bit-bucket. It needed a bit of TLC but now it's looking really good.
Then Peter of the ZX-TEAM Magazine publicised the Internet address WWW.FRUITCAKE.PLUS.COM .From this site it was possible to download a ZX80 or ZX81 program which could be burnt into an EPROM. Something that my friend Richard did for me and from this you can create a cartridge which will turn the Speccy into a ZX80 or a ZX81. It's all explained in detail but it only works when used with a Spectrum 128 or as in my case a Spectrum 128 +2. As well as this there are ten different game programs which were available in the 80's on cartridge, available for download, and these can also be played on a 48K Speccy. Instead of using a 16K EPROM I used a 64K version and loaded it with Chess, Backgammon, ZX80 and ZX81 and using two mini switches I can switch between them.
So that I don't have to take out the cartridge every time I want to play with the Spectrum I have fitted a third switch which deactivates or reactivates the EPROM when I want to use it.
The EPROM is connected directly to the "ZX-BUS". In the IF2 there is a Special-IC which controls the two joysticks. I'd like to put all 12 programs on a 256K EPROM but unfortunately the EPROM Burner refuses to burn the higher addresses at the moment.
I haven't managed to find any ZX80 programs yet and I'm still looking for the instruction manual or a copy of it. Perhaps one of our readers could help me with this.
Greetings Manfred Döring
MENSCH_MANFRED@WEB.DE

RGB – MALE CONNECTOR

Hallo Speccy friends!
Looking through the ELV catalogue I found a male connector suitable for use with the RGB output socket of the Speccy. It's an 8 pin plug, which can be used to create a cable connected to the SCART socket of a monitor.
The exact description of the plug is:
DIN-Plug 8-pin 270 degrees, Order nr. 30-010-64 and costs 0,55 Euro and is on page 660 of the main ELV catalogue for 2003. It's important to take the 270 degree version and not the 240 degree model, this is something I only found out by ordering, returning and reordering. I have 5 of them and have only used 1 so anyone who needs one could have it at the next Speccy Meeting. I'm sure that the correct connections are known to Roelof Koning or Wolfgang Haller.
Cheers, Norbert Opitz

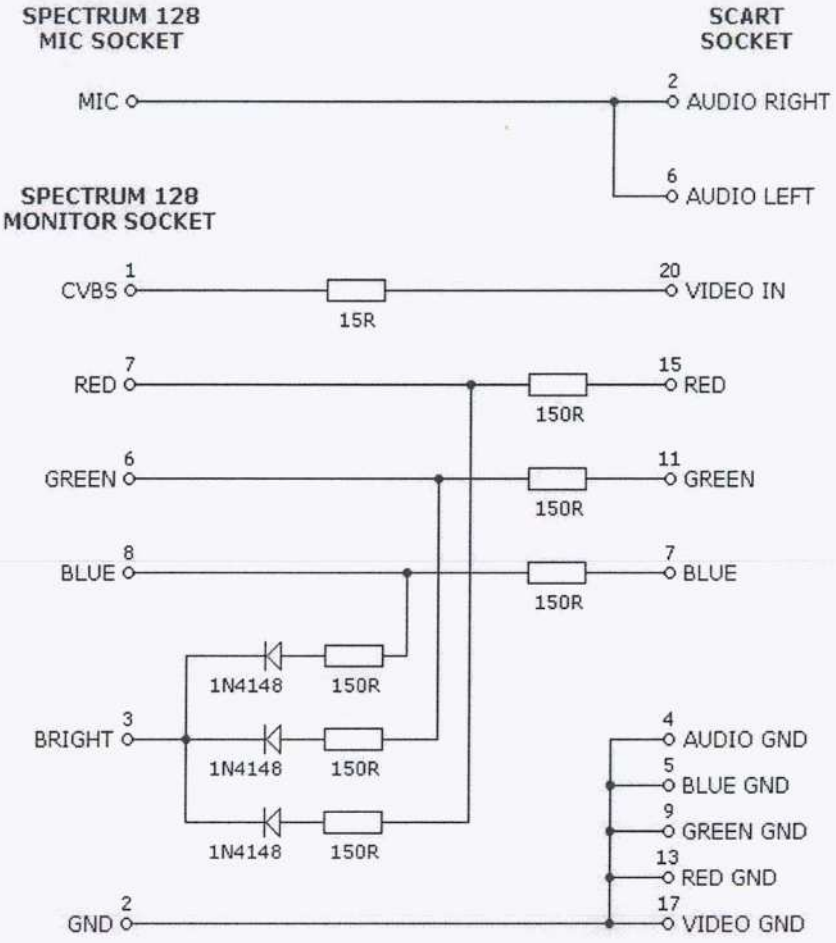
(COMMENT: This male connector is normally available from any electronic supplier as it's a very common connector. It is really important to make sure you get the 270 degree version as this is often confused with the 240 degree one. The connections are shown for

the Spectrum-RGB-Connector in the appropriate handbook, or look at our magazine issue 01/2002 for the Spectrum 128).

SCART-RGB-CABLE for the Spectrum 128/+2

We covered this cable in issue 01/2002 of the magazine and now there is also a circuit diagram available on the site: http:// www.fruitcake.plus.com/ Sinclair/Spectrum128/ SCARTCable/ Spectrum128SCARTCable Frame.htm with just a few differences and improvements.

For one thing the error in the printed information has been corrected so that the Comp-video signal is now shown correctly going to pin 20 of the SCART. New is the 15 ohm resistor. The resistor for the Bright signal has also been increased in value.. everything to achieve a perfect picture:



Extra: CONTENS FOR SCENE+ 57

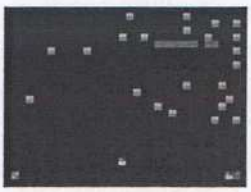
Here are the contents for the already released SCENE+ 57 to make all of those people jealous, who don´t subscribe to the magazine.

Demos:
Wirne
Alienate
Trip 4K
Death Demo 98
Class 8K
Magic Show
TDM face morph
Phat0GFX

Games:
Maria vs some Bastards, rev. B
Kilopede
After Burner 128K Single load patched version

Semi Stack 1K

Tools:
Odin´s Fade in routine (concept by LCD, coding by ODIN)



This issue is once again in the "old look" as previously used by LCD. He has jumped in to give Mirko some breathing space. For the future the pair have decided to work together so that the SCENE+ can appear on time (and who is going to help me?) *(and don´t worry about the poor old translator - I´ll keep soldiering on! - Ian)*

TIPS & TRICKS

Adventure solution "Helvera - Mistress of the Park"

Dear Spectrum adventurers!

The program that we are going to look at today has the name 'Mistress of the Park' and flowed from the pen of Bob Adams. Someone who is not unknown in adventuring circles, but not be confused with Scott Adams who has produced some really classic Spectrum programs.

Anyway most of you already know that, so let's get back to the adventure. This Spectrum adventure like a number of others stems originally from the hand of Larry Horsfield who has himself written a number of well known adventures, so nothing should stand in the way of some real fun with this one. But before we look at the printed version of the map and the locations just a couple of comments about the program itself. The main question is of course: what is this adventure really all about?

Well the background seems in our eyes to be a little cloudy. The only thing we know is that at the beginning we in the hands of someone powerful in the country house of one Helvera and as a freedom loving being are not naturally inclined to accept this situation without comment. So a plan is created for a breakout and an attempt is made to carry the plan out. As we make our way through the building we make a number of discoveries and finally with a handful of balls, find ourselves in the snooker room. The aim is clearly that we should play a game of snooker with Helvera. But what this all means each of you can consider as you play, let's look now at the map where we find the following locations:

1. In a dingy cell built from blocks of solid stone / movie camera-projector, remote control unit
2. Outside the cell
3. In the kitchen / flaming torch, electric oven, bun
4. In the dining room / electric fan
5. In the hallway
6. On a path which bends nort, east and west
7. In a beautiful kept flower garden / rusty spade
8. In the kitchen garden / lump of clay
9. In a typically garden shed / tall step-ladder, paint tin, gas cylinder, green ball
10. Halfway up the stairs / large portrait, chain
11. On the landing at the top of the stairs
12. In a neglected attic / gas mask
13. Standing in the smallest room / toilet cleaner
14. In Helvera´s bedroom / two length of string
15. In the living room / table wheel, jigsaw puzzle
16. At the start of a long dank dark passage heading west and northwest
17. In a long dank dark passage leading east and west A /cladding, knot, key
18. In a long dank dark passage leading southwest, southeast and north / old cabinet, piece of jigsaw puzzle
19. At a dead end / balloon
20. In a long dank dark passage leading east and west with a fork going northeast / entilation grille, blue ball
21. In a long dank dark passage where it bends south and east
22. In a long dank dark passage where it skirts the edge of a large pool of liquid / pool, creatures
23. In a long dank dark passage leading east and west B / some rats

24. In a long dank dark passage leading east and west C
25. In a long dank dark passage leading west with a narrow passage leading south
26. In a short tunnel with a door at the southern end / bottle of nail polish remover
27. In a long dank dark passage leading southwest with a ladder leading up
28. In a long dank dark passage that runs northeast and southeast / boomerang
29. In a long dank dark passage that goes northwest and southeast / pair of sunglasses
30. In a long dank dark passage that bends nothwest and notheast / skate
31. In a long dank dark passage that goes east and southwest
32. In al ong dank dark passage that runs northeast and southwest
33. In a long dank dark passage curving west to northeast
34. In a narrow passage that curves from the northeast upwards quite steeply to the northwest / empty torch holder
35. In a dazzlingly bright white room / white ball
36. In a long dank dark passage from where you can only go southwest / metal lever
37. In the study / small safe, black ball
38. In the library / large carpet, bulge, dead scorpion
39. Standing in a hole in the floor / egg
40. Halfway down the metal chute
41. In an alcove cut from the brick work / pink ball
42. In the snooker room / snooker table

So those are the locations on our map and now nothing can stop us solving this adventure. Let's get going. Starting with our miserable beginning in the cell and continuing.....

I, examine collar, get remote, examine remote, lie on bed, press film, U, hide under bed, press play, W, close door, U, get torch, examine oven, open oven, S, examine fan, get fan, E, S, E, W, get spade, E, N, W, N, W, examine garden, dig, get clay, W, get all, examine cylinder, examine tin, pour paint, get ball, dig, E, E, S, E, U, examine portrait, get portrait, get chain, examine chain, U, drop ladder, U, examine mask, get mask, D, W, get cleaner, examine cleaner, E, E, get string, W, D, D, E, examine wheel, mould clay, W, W, N, cook clay, W, W, D, W, examine cladding, examine knot, push knot, examine hole, get key with chain, E, NW, examine cabinet, unlock cabinet, get piece, N, get balloon, S, SW, examine beam, examine grille, inflate balloon with gas, tie knot in balloon, switch on fan, close grille, drop balloon, open grille, examine floor, examine pit, examine grille, get ball, wait, W, S, examine pool, examine creatures, wear mask, pour cleaner into pool, E, examine rats, wear string on legs, E, E, S, examine door, open door, I, examine bottle, N, open manhole, D, SW, get boomerang, SE, get sunglasses, SE, get skate, NE, wear skate, E, SW, SW, place torch in holder, wear sunglasses, NW, get ball, SE, remove sunglasses, get torch, NE, NE, NE, throw boomerang at lever, U, N, E, examine table, examine puzzle, place piece in puzzle, examine puzzle, W, W, S, examine safe, examine dial, turn dial to 4472, get ball, N, E, E, S, examine carpet, examine bulge, stamp on bulge, lift carpet, D, get egg, examine egg, crack egg, examine chute, pour bottle on chute, examine chute, D, E, get ball, W, U, U, N, N, examine table, put all on table.

And you've solved Helvera – Mistress of the Park. So that's it from us for today. Till we meet again in the adventure corner.

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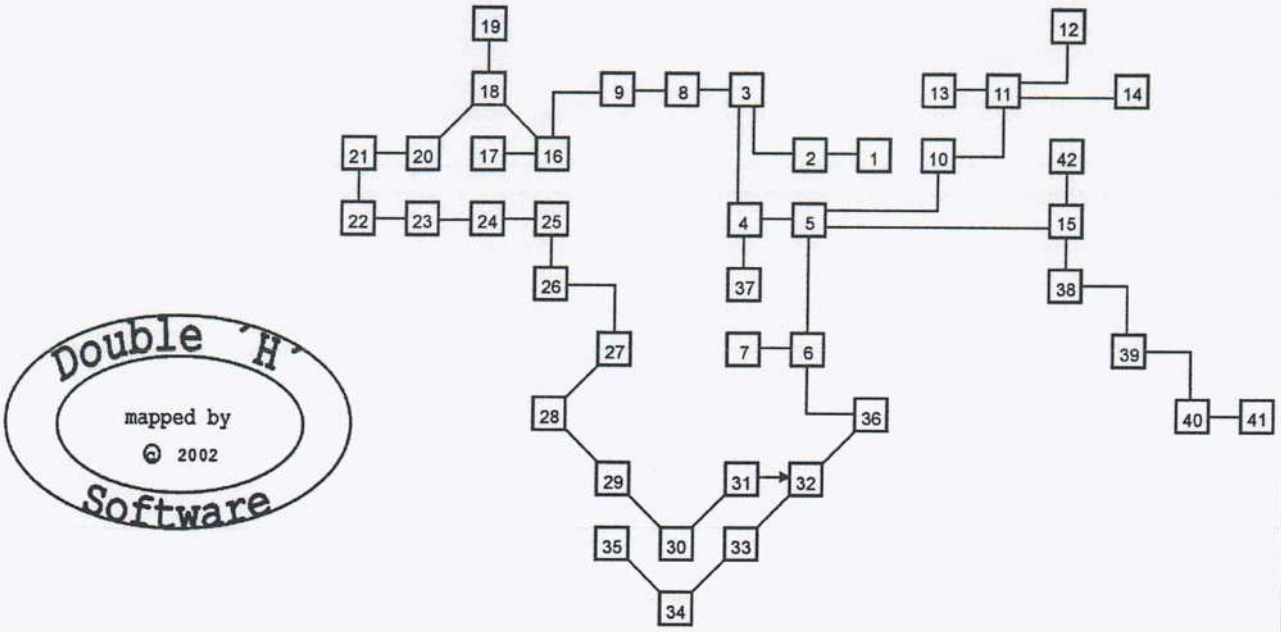
and Hubert Kracher, Schulweg 6, 83064 Großholzhausen

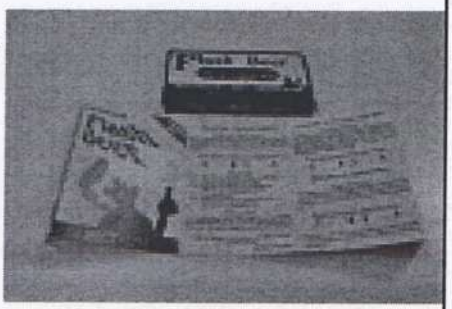


Review : FLASH BEER TRIOLOGY

Name:	Flash Beer Triology
Producer:	WSS Team, (Gyorgy Papp, Baross G. street 25. Biatorbagy 2051, Hungary)
Release:	Mai 2003
Price:	4,50 £ oder 9,99 Euro

Yes, you read it correctly. As announced in an earlier preview there is a brand new game from Hungary. Everyone in Germany know this hero and outside of Germany – no-one: He's called 'Werner'.

A bit of background: Some year ago a game appeared called "Werner – Flaschbier" on the C64. It's a variation on the BOULDERDASH theme, where Werner has to find his beer. Of course through the usual pirating of C-64 games it appeared in Hungary during the year 2002 and the two lads from the WSS team thought "We could transpose that for the Speccy". No sooner said than realised, though through limited knowledge of German 'FLASH.BIER' became 'FLASH-BEER' but other than that a successful translation.
What is immediately impressive is the quality of the created cassette. Printed cassette label, Multicolour cover and the whole thing in professional packaging. The game looks as if it came into the world at the height of the Spectrum's popularity. And that in the year 2003! For this reason alone I would buy it. But the game itself is really pretty good.



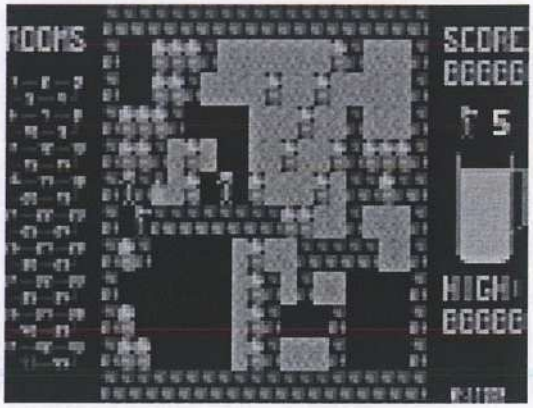
It would be unfair to simply say that the game is a BOULDER-DASH clone, even though it's impossible to say that it isn't a relative of it. Though the objective here isn't to collect jewels but simply to find your beer and the whole thing has to be accomplished before the beer reserves in Werner's stomach run out. When his stomach is empty then he has no more power… and that's the end of that. Reminds me of a few people I know in real life.

The graphics in the game are certainly nothing special but that said, not bad. Musically there is a tune during the main-menu but the game itself restricts itself to a few sound effects. The speed of game play is certainly, well – fast, almost too fast. Fortunately it's possible to manually select the speed. The main feature of the game is that it is a strategy game even though there is of course a time limit. Pressing the space key allows you to die and restart the level from the beginning again.

The game is for puzzle solvers who like a challenge and are competent users of the joystick. As you don't only have to find the right way to solve the puzzle but you also need to be fast. It certainly isn't boring, especially as there are 3 variations on the cassette:

- FLASH BEER – The first challenge
- FLASH BEER 2 – The Way of the Beer
- FLASH BEER 3 – Caste of Beer

So more than enough variation for anyone.



For all of those who get stuck there is a 'cheat' described in the instructions, which I haven't tried, after all I want to solve it myself...oops, my beer gut is nearly empty... I need to get on.

Te

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Events calendar

4. October 2003
Meeting of SPC and Joyce Group

18./19. October 2003 Zlincon
In Zlin/Czech Republic.

18./19. October 2003
Elmshorner Computer Days Multimedia/Computer-History/Modding/ Repartur/Linux/Car boot sale and more. Further informations at www.cceev.de

01. November 2003 ORSAM - Norwich SAM and Spectrum Show, England. Finally a meeting in the motherland of the Speccies. Further informations http:// homepage.ntlworld.com/speccyverse/ orsam.htm

14.-16. November 2003 SPECTRUMANIA in Stuttgart. 3-days just for the Speccy. Read more in this issue.

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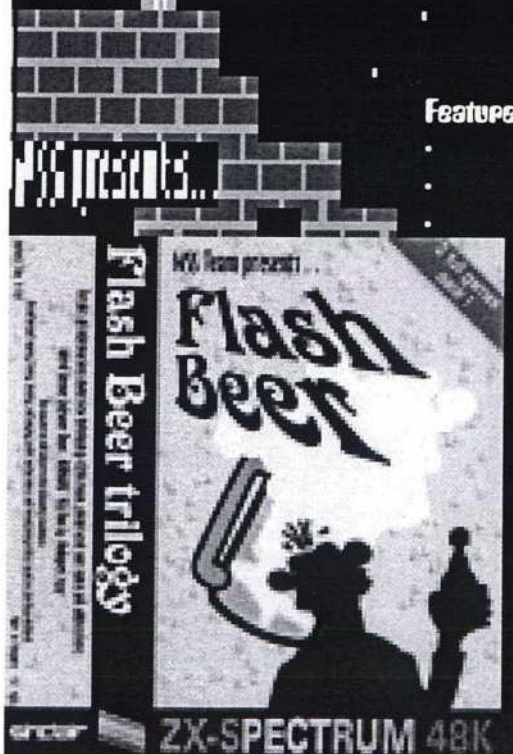
for ZX Spectrum



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